

The Legend Of Zelda Art And Artifacts

In partnership with Google, the most extensive and respected search engine on the Web, DK presents the E.encyclopedia, a revolutionary approach to children’s reference publishing. A superbly illustrated general encyclopedia on the subjects children most want and need to learn about, the E.encyclopedia is classic DK-quality publishing paired with cutting-edge design. The E.encyclopedia includes nine thematic sections in the encyclopedia including space, earth, history and human body with coverage of over 600 subjects and links to over 1,000 approved sites plus sound buttons, virtual tours and live footage online. There’s no need to be stuck with homework ever again.

***Prepare yourself for a thrilling behind-the-scenes exploration into the art and making of one of the most groundbreaking video games of all time -- The Legend of Zelda - Breath of the Wild!** Your adventure starts with nearly fifty pages of sketches, promotional illustrations, and character art from illustrator Takumi Wada. Explore three hundred pages of concept art complete with notes and recollections from the developers. Stop and rest awhile as you pore over the history of Hyrule and its peoples as it is known now. Finally, meet the masters themselves as director Hidemaro Fujibayashi, art director Storu Takizawa, illustrator Takumi Wada, and series producer Eiji Aonuma discuss their journey to create a champion!™ – Back cover.

This oversized hardcover is the ultimate companion to the award-winning video game The Legend of Zelda: Breath of the Wild and includes material from its DLC packs. Witness the making of a champion! This book features:
◌ Nearly 50 pages of sketches and official illustrations from Takumi Wada
◌ 296 Pages of design artwork and commentary about the making of the game from creators
◌ 55 Page historical section that divulges an in-depth history of the Hyrule of Breath of the Wild.
◌ Interviews with key members of the development team including Hidemaro Fujibayashi, Satoru Takizawa, Takumi Wada, and Eiji Aonuma
Make sure to check out the other installments in this unparalleled collection of historical information on The Legend of Zelda franchise with the New York Times best selling The Legend of Zelda: Hyrule Historia, The Legend of Zelda: Art & Artifacts, and The Legend of Zelda: Encyclopedia which detail the first 30 years of this historic video game franchise!

Get transported back to the golden age of 1930s animation with an art book celebrating the acclaimed run & gun game, Cuphead! Each page of this curated collection of artwork is designed to capture the vintage look and feel of the 1930’s. Take a gander at the game’s traditional hand-drawn frame-by-frame animation. Peek at the early concepts, production work, and early ideas that went into the making of Cuphead’s characters, bosses, stages and more including never-before-seen content from the upcoming DLC! Relive the most cherished and challenging moments of Cuphead and Mugman’s adventure to reclaim their souls from The Devil, all in a way you’ve never seen before! Guided by personal insights from game directors Chad and Jared Moldenhauer, take a one-of-a-kind trip through the Inkwell Isles and discover an all-new appreciation for Cuphead’s animation style and challenging retro gameplay. Dark Horse Books and Studio MDHR are thrilled to present The Art of Cuphead! This vintage-style art extravaganza is the perfect book for fans of Cuphead!

Legends of Localization Book 1

LaGuardia Deluxe Edition

The Legend of Zelda

The history of a legendary saga

The Legend of Zelda - Art & Artifacts

Take a gobettingortrj journey all over the world—and beyond!—with this companion art book to the hit video game for the Nintendo Switch(TM) system! In October of 2017, Super Mario Odyssey(TM) took the gaming world by storm. Now, discover the art and expertise that went into creating one of Nintendo’s best-loved games! This full-color hardcover volume clocks in at 368 pages and features concept art, preliminary sketches, and notes from the development team, plus insight into some early ideas that didn’t make it into the game itself! Explore the world of Super Mario Odyssey from every angle, including screen shots, marketing material, and more, to fully appreciate this captivating adventure

It’s dangerous to go alone! Take this (book). For more than 30 years, The Legend of Zelda—which immerses players in a courageous struggle against the shadowy forces of evil in a world of high fantasy—has spanned more than 30 different installments, selling over 75 million copies. Today, it is one of the most beloved video game franchises around the globe. Video game sales as a whole have continued to grow, now raking in twice as much money per year as the entire film industry, and countless psychologists have turned their attention to the effects gaming has on us: our confidence, our identity, and our personal growth. The Psychology of Zelda applies the latest psychological findings, plus insights from classic psychology theory, to Link, Zelda, Hyrule, and the players who choose to wield the Master Sword. In The Psychology of Zelda, psychologists who love the games ask:
• How do Link’s battles in Ocarina of Time against Dark Link, his monstrous doppleganger, mirror the difficulty of confronting our personal demons and the tendency to hear our own worst enemies?
• What lessons about pursuing life’s greater meaning can we take away from Link’s quests through Hyrule and beyond the stereotypical video game scenario of rescuing a Princess (Zelda)?
• What do we experience as players when we hear that familiar royal lullaby on the ocarina, Saria’s spirited melody in the Lost Woods, or the iconic main theme on the title screen?
• How do the obstacles throughout Majora’s Mask represent the Five Stages of Grief?
• What can Link’s journey to overcome the loss of the fairy Navi teach us about understanding our own grief and depression?
• Why are we psychologically drawn to the game each and every time a new version becomes available even when they all have a similar storyline? Think you’ve completed the quest? The Psychology of Zelda gives you new, thrilling dungeons to explore and even more puzzles to solve.

Deluxe digital edition of the Hugo and Eisner Award winning graphic novel! Exclusive extras include a chapter of Okoroafo’s script, a new cover and never-before-seen art from Ford, a behind-the-scenes look at the creation process, extensive process art section, and more! On a planet Earth bursting with integrated extraterrestrial life, pregnant doctor Future Nwafoir Chukwuebuka is fleeing Nigeria under mysterious conditions. Her fiancé doesn’t know she’s left, and she’s smuggling an infant, sentient plant into NYC. There, she’ll be thrown into a vibrant immigrant community of humans and aliens, fighting for social justice and facing her past and her unexpected future. But to come to America, you must come through LaGuardia Interstellar and International Airport... and it’s still under construction. “Science fiction, fantasy, YA, short stories, novels... and now comics. Nnedi Okorafor does it all. LaGuardia is a powerful, entertaining story about an important issue, beautifully drawn, with fun aliens. Read it!” —George R.R. Martin “Prescient and profoundly inventive, LaGuardia is a tale of hard-won hope in a world that is both familiar and freshly reimagined. Okorafor and Ford bring unique characters together to tell a story about what it takes to live by your principles, and to create a different – and better – world with the family you choose.” – G. Willow Wilson “Nnedi Okorafor expands the comics medium with her innumerable talents, stirring vital conversations about race and immigration. LaGuardia explores how the macro scale of interplanetary exchange and the micro scale of blunt consciousness can unlock the solace to global politics, cultural clash, and refugee crisis. Tana Ford’s ink line imbues all species with warmth, empathy, and playful sci-fi detail.” —Craig Thompson “Okorafor at her best: both timely and weird. LaGuardia jabs pointed fingers at here-and-now paranoia centered around borders and race, while having wild fun creating some of the best extra-terrestrials ever.” —Nalo Hopkinson (Sandman: House of Whispers, Sister Mine) “LaGuardia is unique, playful, heartbreaking, empowering and full of hope for the future. The wisdom Okorafor imparts in each panel pushes back against the darkest urges of our human nature and creates a space that lets us all live.” - John Jennings “Instead of tossing around volatile political issues like a knee-jerk twitter debate, LaGuardia imagines them through the lives of authentic and engaging characters, placing them into a surreal, but shrewd, reflection of our current reality. Ford’s art deftly balances the unique mix of intense personal drama and cool alien worldbuilding” - Sean Murphy (Punk Rock Jesus, Batman: White Knight) “The best of Okorafor’s prose—personal, political and deeply reliable.” —Newsarama “With LaGuardia, Nnedi Okorafor continues her work of bringing a unique, insightful Black African science fiction aesthetic to audiences.” - Black Nerd Problems

A collector’s book to learn more about the world of one of the most legendary video games! To celebrate the 30th anniversary of The Legend of Zelda, Third Editions wanted to pay respect to this legendary saga, one of the most prestigious in the gaming world. This work chronicles every game of the series, from the first episode to the latest Hyrule Warriors on 3DS, deciphering the whole universe using deep analysis and reflection. Dive into this unique publication, presented as an ancient tome, which will allow adventure fans to finally (re)discover the amazing Legend of Zelda. Immerse yourself in this unique collection, presented in the form of an old grimoire, which will delight all adventure lovers to finally discover the fabulous legend of Zelda! EXTRACT In The kingdom of Hyrule, a legend has been passed down since the beginning of time: A mysterious artifact known as the Triforce, symbolized by three golden triangles arranged to form a fourth triangle, is said to possess mystical powers. It is hardly surprising that this object has been coveted by many power-hungry men over the centuries. One day, the evil Ganon, the Prince of Darkness whose ambition is to subjugate the entire world to his will, sends his armies to attack the peaceful kingdom. He manages to capture one of the fragments of the Triforce, the triangle of power. Daughter of the king of Hyrule, Princess Zelda is terrified at the prospect of seeing Ganon’s armies swarming over the world. She, too, seizes a fragment of the Triforce, the triangle of wisdom, and chooses to break it into eight pieces, which she then scatters across the world, hiding them to prevent Ganon from ever acquiring them. She then orders her faithful nursemaid Impa to go forth and seek a warrior brave enough to challenge Ganon. As Impa roams the kingdom of Hyrule in the role of finding a savior, Ganon learns of Zelda’s plans and has her locked up before sending his men to track down the nursemaid. Surrounded by these ruthless creatures, Impa is saved by a young boy named Link at the very moment when it appears that all is lost. As unbelievable as it may seem, Link has been chosen by the golden triangle of courage, and thus holds a part of the Triforce himself. Convinced that she has finally found the one who will save the kingdom, Impa hurries to tell him her story. Link accepts his mission to rescue Zelda without hesitation. Before confronting Ganon, however, he will have to gather the eight fragments of the triangle of wisdom, which are his only hope of gaining entry to the dungeon deep beneath Death Mountain where the Prince of Darkness hides. His quest has only just begun. ABOUT THE AUTHORS Nicolas Courcier and Mehdi El Kanafi - Fascinated by print media since childhood, Nicolas Courcier and Mehdi El Kanafi wasted no time in launching their first magazine, Console Syndrome, in 2004. After five issues with distribution limited to the Toulouse region of France, they decided to found a publishing house under the same name. One year later, their small business was acquired by another leading publisher of works about video games. In their four years in the world of publishing, Nicolas and Mehdi published more than twenty works on major video game series, and wrote several of those works themselves: Metal Gear Solid, Hideo Kojima’s Magnum Opus, Resident Evil Of Zombies and Men, and The Legend of Final Fantasy VII and IX. Since 2015, they have continued their editorial focus on analyzing major video game series at a new publishing house that they founded together: Third.

The Art of Immortals: Fanny Risting

The Legend of Zelda: Art & Artifacts

Art & Artifacts

The Adventure Zone: Here There Be Goblins

Legendary World of Zelda

This 320-page book is an exhaustive guide to The Legend of Zelda from the original The Legend of Zelda to Twilight Princess HD. Make sure to check out the other installments in this unparalleled collection of historical information on The Legend of Zelda franchise with the New York Times best selling The Legend of Zelda: Hyrule Historia and The Legend of Zelda: Art & Artifacts. Also look for The Legend of Zelda: Breath of the Wild -- Creating a Champion for an in-depth look at the art, lore, and making of the best selling video game! A comprehensive collection of enemies and items, potions to poes, an expansion of the lore touched upon in Hyrule Historia, concept art, screencaps, maps, main characters and how they relate, languages, and much, much more, including an exclusive interview with Series Producer, Eiji Aonuma! This, the last of The Goddess Collection trilogy, which includes Hyrule Historia and Art & Artifacts, is a treasure trove of explanations and information about every aspect of The Legend of Zelda universe! An exhaustive compendium of everything from the first 30 years of The Legend of Zelda. An expansion of information from The Legend of Zelda timeline. Rare development sketches of your favorite characters. An extensive database of items and enemies.

Contains full-color illustrations from the entire thirty-year history of The Legend of Zelda series of video games, including artwork from the upcoming The Legend of Zelda: Breath of the Wild.

It is a new beginning for Kratos. Living as a man, outside the shadow of the gods, he seeks solitude in the unfamiliar lands of Norse mythology. With new purpose and his son at his side, Kratos must fight for survival as powerful forces threaten to disrupt the new life he has created. The volume is an intimate chronicle of the years-long odyssey to bring Kratos and Atreus's beautiful and brutal world to life. Step into Midgard and explore beyond, as Dark Horse Books and Santa Monica Studio proudly present the quintessential companion to the enormously anticipated God of War. This is a document unlike any other that sets readers on an exhaustive behind-the-scenes journey to witness the creation of an epic of tremendous scale.

Make sure to check out the other installments in this unparalleled collection of historical information on The Legend of Zelda franchise with the New York Times best selling The Legend of Zelda: Hyrule Historia and The Legend of Zelda: Encyclopedia. Also look for The Legend of Zelda: Breath of the Wild -- Creating a Champion for an in-depth look at the art, lore, and making of the best selling video game! The Legend of Zelda™: Art and Artifacts contains over four hundred pages of fully realized illustrations from the entire thirty-year history of The Legend of Zelda™, including artwork from the upcoming The Legend of Zelda™: Breath of the Wild! Every masterwork is printed on high-quality paper in an oversized format so you can immerse yourself in the fine details of each piece. This book includes rare promotional pieces, game box art, instruction booklet illustrations, official character illustrations, sprite art, interviews with the artists, and much, much more! The Legend of Zelda™: Art and Artifacts collects many of your favorite masterpieces from the storied franchise, as well as rare and never before seen content, presented in one handsome hardcover. Select artwork from the entirety of the franchise! A nostalgic look at the past! An exciting look at the future! Interviews with some of the artists behind The Legend of Zelda™ series!

The Legend of Zelda: Legendary Edition, Vol. 1

The Unofficial Legend Of Zelda Cookbook

"The Legend of Zelda"

The Legend of Zelda and Philosophy

The Art of Fire Emblem: Awakening

Fans of Nintendo's classic Legend of Zelda games are sure to love this full-color activity book featuring Link, Princess Zelda, and their adventures in Hyrule. Includes more than 800 stickers. Full color. Consumable.

An in-depth exploration of the localization of Nintendo's blockbuster franchise from Japanese to English.

In 1983, the world was introduced to He-Man and the Masters of the Universe. What followed was a cultural sensation that changed the landscape of children's entertainment forever! Join Mattel and Dark Horse in this comprehensive retrospective chronicling He-Man's decades-long epic journey from toy, to television, to film, to a true pop culture phenomenon!

A young boy named Link must defeat evil at every turn on his long, perilous quest to find the Triforce and deliver it to Princess Zelda! The Legend of Zelda: Legendary Edition contains two volumes of the beloved The Legend of Zelda manga series, presented in a deluxe format featuring new covers and color art pieces by Akira Himekawa. The battle for Hyrule and the Sacred Realm has begun! A young boy named Link must defeat evil on his long, perilous quest to find the spiritual stones that hold the key to the Triforce, and deliver them to Zelda, princess of the land of Hyrule. Young Link embarks on a perilous quest to find three spiritual stones that hold the key to the Triforce, the wielder of which will rule the world! Link's plan is to deliver the stones to the Princess of the mystical land of Hyrule, Zelda. But obstacles abound and his long journey has only just begun!

The Art of Ghost of Tsushima

E-encyclopedia

The Legend of Zelda: Breath of the Wild--Creating a Champion

The Legend of Zelda: Hyrule Historia

Legend of Zelda Twilight Princess

A full-color graphic novel by manga legend Shotaro Ishinomori based on the classic video game The Legend of Zelda: A Link to the Past. The Legend of Zelda: A Link to the Past is an adaptation of the beloved, internationally bestselling video game originally released for Nintendo’s Super Entertainment System. This comic book version by Shotaro Ishinomori (Cyborg 009, Kamen Rider) was first serialized in Nintendo Power magazine and later collected into a graphic novel. Long out of print, this stunning, full-color graphic novel is now available once again!

Make sure to check out the other installments in this unparalleled collection of historical information on The Legend of Zelda franchise with the New York Times best selling The Legend of Zelda: Art & Artifacts and The Legend of Zelda: Encyclopedia. Also look for The Legend of Zelda: Breath of the Wild – Creating a Champion for an in-depth look at the art, lore, and making of the best selling video game! Dark Horse Books and Nintendo team up to bring you The Legend of Zelda: Hyrule Historia, containing an unparalleled collection of historical information on The Legend of Zelda franchise. This handsome digital book contains never-before-seen concept art, the full history of Hyrule, the official chronology of the games, and much more! Starting with an insightful introduction by the legendary producer and video-game designer of Donkey Kong, Mario, and The Legend of Zelda, Shigeru Miyamoto, this book is crammed full of information about the storied history of Link’s adventures from the creators themselves! As a bonus, The Legend of Zelda: Hyrule Historia includes an exclusive comic by the foremost creator of The Legend of Zelda manga – Akira Himekawa! As the Great War wages, heretofore inconceivable engines of destruction shake the ground and pierce the sky. Cavaliers charge across the smoky landscape, legions of riders and beasts locked in a fierce new form of combat. This is the war to end wars. This is Battlefield. Dark Horse Books is proud to present The Art of Battlefield, collecting hundreds of pieces of art chronicling the production of EA DICE’s latest entry in the iconic first-person action series. Visit the scenes of the history-shaping conflicts of World War I and examine the gear of some the 20th century’s most intimidating soldiers. This is a volume that will thrill gamers in a stylish package that collectors will adore. This official Art Book for EA DICE’s Battlefield contains:
• An intimate look into EA DICE’s new Battlefield opus!
• The Battlefield franchise travels back in time to World War I!
• Featuring hundreds of never-before-seen art!

On sale date subject to change. A beautifully realized tome inspired by traditional Japanese aesthetics and featuring art from the delicately crafted video game from Sucker Punch Productions. Dark Horse Books and Sucker Punch Productions are honored to present The Art of Ghost of Tsushima. Explore a unique and intimate look at the Tsushima Islands—all collected into a gorgeous, ornately designed art book. Step into the role of Tsushima Island’s last samurai, instilling fear and fighting back against the Mongolian invasion of Japan in the open-world adventure, Ghost of Tsushima. This volume vividly showcases every detail of the vast and exotic locale, featuring elegant illustrations of dynamic characters, spirited landscapes, and diagrams of Samurai sword-fighting techniques, along with a look at storyboards and renders from the most intense, eloquent, and expressive cinematic moments of the game.

Art of He Man and the Masters of the Universe

The Psychology of Zelda

The Art of Cuphead

The Ultimate Online Reading Resource

The Legend of Zelda: Breath of the Wild--Creating a Champion Hero's Edition

Provides step-by-step instructions for drawing Princess Zelda, Link, King Dodongo, Deku Scrub, and other characters from the video game "The Legend of Zelda."

The Art of Splattoon contains 320 inkredible pages of artwork, including 2D and 3D illustrations of your favorite characters, maps, concept art, weapon and gear design, storyboards, sketches, hand-drawn comics . . . and that’s only an inkling of what’s inside. We’re not squidding around: this is a must have for all fans of Splattoon! Character illustrations! Concept art! Behind the scenes notes! All the content that splatters most!

The Art of Fire Emblem Awakening contains an in-depth, behind-the-scenes look at the smash-hit 3DS game, from beautifully illustrated renditions of your favorite characters, to storyboards for in-game events, character designs, weapon designs, character profiles, and the entirety of the script with every possible branch of dialogue! Relive some of the most poignant moments of the game, or see what might have been if you had made different in-game decisions with the Art of Fire Emblem Awakening!

Okay. Harken to my tale. Once upon a time (a couple of years ago) there were these brothers who had a bunch of really successful podcasts, and they decided to do a new podcast with their dad, where they all played D&D together as a family, and lo, this new podcast was called The Adventure Zone, and verily did it get downloaded over 10 million times, and wow did it totally eat the brains of all who listened, because: It was just. That. Rad. AND THEN did these guys team up with artist Carey Pietsch, and make a graphic novel where the weirdly sweet and brilliant but also super SUPER vulgar and honestly kind of bizarre story of The Adventure Zone got adapted into a goofy, innovative, and compelling graphic novel! Let no man deny that it was the best idea ever, right? Reader, we’re publishing it.

How to Draw the Legend of Zelda

From Monstrous to Dubious to Delicious, 195 Heroic Recipes to Restore Your Hearts!

Linking Our World to the Legend of Zelda Series

The Art of Deathloop

The EncycloPedia of Ancient and Forbidden Knowledge

From his very first quest to attain the Triforce, explore Hyrule, and rescue Princess Zelda, Link has been on the ultimate adventure since 1986, and fans around the world have been involved in the journey all along the way. Now celebrating its 30th anniversary, the universe of the beloved Legend of Zelda video games is still ever-evolving, gaining new fans and reminding the world why it continues to captivate. The Legendary World of Zelda is a comprehensive look at everything to know and love about your favorite games with character profiles, gameplay tips, little-known facts, and more! From A Link to the Past, to Ocarina of Time, to Twilight Princess, and gazing ahead to Breath of the Wild, this is the ultimate guide for all fans of Legend of Zelda.

Dark Horse honors Link, the chosen hero, with the Hero’s Edition of The Legend of Zelda: Breath of the Wild--Creating a Champion. This deluxe slipcase edition features the royal blue worn by the Hylian Champion and includes the Creating a Champion art book with an exclusive cover, a map of Hyrule printed on cloth, an art print of the Champions’ photo Link hangs his Hateno home, and a beautiful glass replica of a spirit orb. Bring light back to Hyrule with the Hero’s Edition! The Creating a Champion art book is the ultimate companion to the award-winning video game The Legend of Zelda: Breath of the Wild and includes material from its DLC packs. Witness the making of a champion! This book features:
• Nearly 50 pages of sketches and official illustrations from Takumi Wada
• 296 Pages of design artwork and commentary about the making of the game from creators
• 55 Page historical section that divulges an in-depth history of the Hyrule of Breath of the Wild.
• Interviews with key members of the development team including Hidemaro Fujibayashi, Satoru Takizawa, Takumi Wada, Aonuma
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Depuis une trentaine d'année, Nintendo a su faire vivre de grandes aventures épiques à son jeune héros Link dans sa quête permanente pour protéger le monde d'Hyrule et la princesse Zelda. Que ce soit les premiers dessins, les premiers sprites des jeux sorties sur Nintendo NES ou les grandes illustrations du dernier jeu sorti sur Switch, tous sont réunis dans plus de 400 pages d'illustrations agrémentées de commentaires et interview.

Experience SEKIRO's unique take on the blood-soaked history of Japan's Sengoku Period with over 300 pages of storyboards, character designs, and concept art!

The Legend of Zelda Encyclopedia

The Legend of Zelda Official Sticker Book (Nintendo)

The Art of Battlefield 1

Ocarina of Time Parts 1 & 2

War of Kings Prelude: Road to War of Kings Omnibus

New players take their places and old favorites assume fresh roles, as the stage is set for a War of Kings! Upeaval for the Inhumans leads Black Bolt to declare war on humanity, and the Skrulls' Secret Invasion puts them on course for the stars! Mutankind is rocked by a third Summers brother, Vulcan, whose deadly destiny also lies in space! After a devastating ar, Star-Lord assembles a group of misfits to serve as the Guardians of the Galaxy! COLLECTING: SON OF M 1-6, X-MEN: DEADLY GENESIS 1-6, SILENT WAR 1-6, SECRET INVASION: INHUMANS 1-4, GUARDIANS OF THE GALAXY (2008) 1-12, NOVA 13-22, NOVA: THE ORIGIN OF RICHARD RIDER, WAR OF KINGS SAGA

"The amazing team of Assassin's Creed: Odyssey presents a fantastical world inspired by Greek mythology. This volume offers an inside look at the craft behind a massive and magical land, wherein readers will find themselves taking part in a heroic journey that spans from Mount Olympus, and down into the darkest corners of the underworld!"--

An amaze-ink behind-the-scenes look at the making of Splattoon 2, one of the best-selling Nintendo Switch games of all time! Dive into over 380 pages worth of illustrations, key art, and designs of your favorite colorful characters, weapons, gear, locations, maps, and brands. The Art of Splattoon 2 also features storyboards and other extras sure to make a splash with any fan! Don't miss this ink-redible look at the best-selling family-friendly game Splattoon 2!

A full-color, oversized hardcover that explores the creation of Deathloop, the groundbreaking first-person shooter from Arkane Studios and Bethesda Softworks. Winner of Best Game Direction and Best Art Direction in the 2021 Game Awards! In The Art of Deathloop, Dark Horse Books takes readers inside the latest critically acclaimed title from the creators of Dishonored and Prey. The mysterious island of Blackreef comes to life through never-before-seen concept art, allowing readers to get up close and personal with all the equipment, adversaries, and locations Colt will encounter while hunting his targets, breaking the island’s timeloop, and evading the deadly assassin Julianna! The experience is deepened with the inclusion of select 3D imagery and an exclusive pair of retro-styled anaglyphic 3D glasses! Dark Horse Books, Arkane Studios, and Bethesda present The Art of Deathloop—a unique examination of the landmark shooter!

The Art of Splattoon 2

Legend of Zelda: Breath of the Wild - The Complete Official

1 Link Therefore 1 Am

Sekiro: Shadows Die Twice Official Artworks

Zelda

*Chapters address philosophical aspects of the video game The Legend of Zelda and video game culture in general!--Provided by publisher.

The Art of God of War

art & artifacts

Legend of Zelda: A Link to the Past

The Art of Super Mario Odyssey

The Art of Splattoon